WHITE WOLF

GAME STUDIO

CATALOG

95

White Wolf

is a company dedicated to redefining roleplaying. Since its birth in 1986, White Wolf has tested the boundaries of gaming, seeking to do what no one else has or dares.

Printed in Canada

contents

Rage 4

Changeling: The Dreaming 6

Vampire: The Eternal Struggle 8

Wraith: The Oblivion 10

Mage: The Ascension 17

World of Darkness 21

Werewolf: The Apocalypse 22

Vampire: The Dark Ages 27

Vampire: The Masquerade 28

Black Dog Game Factory 36

Mind's Eye Theatre 37

Inphobia 39

Street Fighter 40

Posters, Shirts, Etc. 42

Coming For Rage in '95

Rage Unlimited Edition Starter Deck Retail Display Box

Includes 10 starter decks (60 cards per deck) retailing for $7.95 ($11.50 Canada) each.
Stock #3910
ISBN 1-56504-373-1
$79.50 U.S., $115.75 Canada

Rage Unlimited Edition Booster Pack Retail Display Box

Includes 24 booster packs (12 cards per pack) retailing for $1.95 ($2.80 Canada) each.
Stock #3911
ISBN 1-56504-374-X
$46.80 U.S., $67.75 Canada

Rage Unlimited Edition Starter Deck Double Pack Retail Box

Includes 6 double-packed starter decks (60 cards per deck). Each double pack retails for $15.95 ($23.25 Canada).
Stock #3912
ISBN 1-56504-375-8
$95.70 U.S., $137.80 Canada

It has been said that as the Apocalypse draws closer, Garou will fight Garou. Werewolves will war with their own kind, battling for dominance and glory. Now the 13 tribes are gathering as they prepare to turn their anger inward — against brother, against sister, against packmate. And out of this trial by fire, only the toughest will survive to fight the Wyrm.

Rage is a trading card game of savage combat. Players pit their werewolves against each other in brutal war, using supernatural powers, summoning spirit allies and wielding mystical fetishes. The werewolf pack with the most Renown wins, whether through destroying creatures of the Wyrm or defeating the other player's werewolves!

Savage Attack: A Players Guide to *Rage*

June '95
ISBN 1-56504-396-0
$7.95 U.S., $11.50 Canada

This is it — White Wolf's official players guide to the **Rage** trading card game. It includes designer notes from the game's creators, hints and strategies for deck building and winning any Renown-level game, variant rules, short fiction involving characters from the cards, Quick Start rules and a complete list of all **Rage** cards (including promo cards not found in starter decks or boosters).

RAGE™

Designed by Mike Tinney and Stephan Wieck with Mark Rein•Hagen, Bill Bridges and Andrew Greenberg. *Rage* is developed by Mike Tinney.

The Umbra Limited Edition Booster Pack Retail Display Box

Includes 24 booster packs (12 cards per pack) retailing for $1.95 ($2.80 Canada) each.
August '95
Designed by Mike Tinney.
Stock #3914
ISBN 1-56504-377-4
$46.80 U.S., $67.40 Canada

The first supplement to **Rage** takes you into the spirit world of the Umbra. **Rage** players can experience a whole new adventure. **The Umbra** includes over 90 new collectible cards featuring new characters, equipment, Gifts and rites. **The Umbra** will also introduce the legendary caerns — new locations of mystic power.

The Wyrm Limited Edition Booster Pack Retail Display Box

Includes 24 booster packs (15 cards per pack) retailing for $2.50 ($3.60 Canada) each.
December '95
Designed by Mike Tinney.
Stock #3916
ISBN 1-56504-379-0
$60.00 U.S., $86.40 Canada

Players who add **The Wyrm** boosters to their decks will have their world turned on end. Now **Rage** players can play packs of Wyrm creatures and go head to head against their werewolf enemies or destroy werewolf allies! Never before has The Apocalypse been so near.

Coming For Changeling in '95

Changeling: The Dreaming

June '95
Written by Mark Rein•Hagen and Sam Chupp with Ian Lemke and Joshua Gabriel Timbrook. Cover art by Henry Higgenbotham.
Stock #7000
ISBN 1-56504-700-1
$25.00 U.S., $36.25 Canada

A Storytelling game of modern fantasy, **Changeling** is the final book in the Storyteller saga. Eagerly anticipated, **Changeling** takes you into the secret kingdom of the faerie on Earth. Although they live in this world, they participate in a fantastic world of make-believe come to life, one that they share with all the monstrous and wonderful creations of their own dreams and imagination.

Changeling: Cantrips

July '95
Designed by Mark Rein•Hagen, Ian Lemke and Mike Tinney. Art by Brian LeBlanc, Quinton Hoover, Richard Thomas, Joshua Gabriel Timbrook, Tony Ditterlizzi and Richard Kane-Ferguson.
Stock #7900
ISBN 1-56504-790-7
$2.50 per pack U.S., $3.60 Canada

These oversized cards bring together over 160 original, full-color pieces of art from Changeling. Fans of all things fae and game fans alike will want to own and collect every design to have a piece of the wonder that is **Changeling**. These cards feature edge-to-edge artwork and playing card backings.

These fantastic cards are also game accessories that simulate the wild flow of faerie magic. While not necessary for game play (rules for making your own cards are available in the **Changeling** rulebook), they certainly enhance it.

Book of Storyteller Secrets/Changeling Storytellers Screen

July '95
Written by Deirdre Brooks and Ian Lemke.
Stock #7001
ISBN 1-56504-702-8
$18.00 U.S., $26.00 Canada

This package includes a book full of helpful hints to enhance any Storyteller's chronicle as well a complete story for the San Francisco setting. Also included is the **Changeling Storytellers Screen**, for quick reference of all thevital information needed to run a **Changeling** story.

Immortal Eyes: The Toybox

August '95
Written by Sam Chupp with Keith Herber.
Stock #7200
ISBN 1-56504-703-6
$15.00 U.S., $21.75 Canada

The first installment in the **Immortal Eyes** Trilogy takes the characters to the city of San Francisco. Included is a complete setting for the City by the Bay as well as three mini stories. An excellent introduction to **Changeling** in the tradition of **Vampire**'s **Chicago By Night**.

CHANGELING

Changeling is developed by **Ian Lemke**

Freeholds and Hidden Glens
September '95
Stock #7002
ISBN 1-56504-706-0
$15.00 U.S., $21.75 Canada
Dare you enter the hidden places of faerie Glamour? This sourcebook describes eight complete freeholds and provides comprehensive rules on how to create and maintain freeholds.

Nobles: The Shining Host
October '95
Stock #7100
ISBN 1-56504-708-7
$12.00 U.S., $17.50 Canada
Discover the secrets of the faerie nobility. Learn the truth behind the return of the Sidhe to earth. This sourcebook not only provides vital information on the earthly nobility, but offers glimpses into the courts of the Dreaming.

Changeling Character Kit
November '95
Stock #7003
ISBN 1-56504-704-4
$8.00 U.S., $11.50 Canada
This kit contains and lays out before you all of the important information that a **Changeling** player needs, including an easy reference cantrip chart.

The Autumn People
December '95
Stock #7004
ISBN 1-56504-709-5
$12.00 U.S., $17.50 Canada
Changeling's Year of the Hunter book features the Autumn People, perhaps the most dangerous enemy that a changeling can face. Armed not with weapons but with their disbelief, they are the most feared foes of all. This book provides extensive information on these servants of Banality.

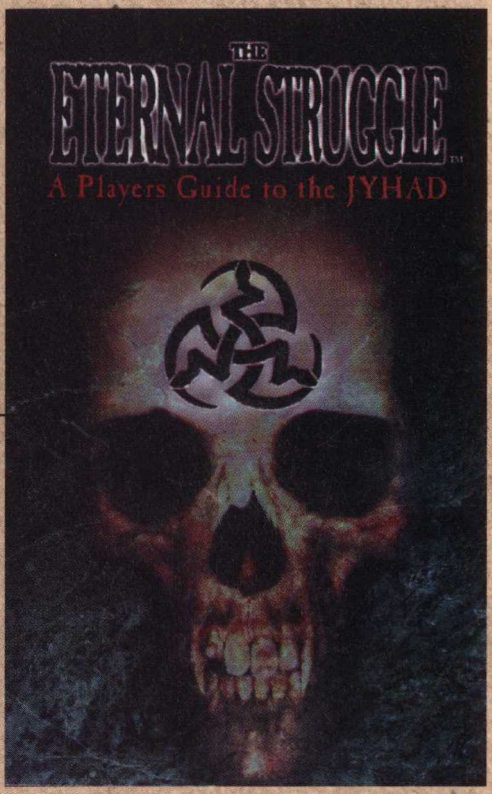
YEAR OF THE HUNTER

VAMPIRE
THE ETERNAL STRUGGLE

The Eternal Struggle: A Players Guide to the Jyhad

Written by Richard Garfield, Andrew Greenberg, Harry Heckel IV, Rob McMillon, Daniel Greenberg and Teeuwynn. Art by various artists.
Catalog #2253
ISBN 1-56504-163-1
$7.95 U.S., $11.45 Canada

The Jyhad: an age-old war of hatred, deceit and passion. Shifting alliances and the vagaries of fortune mean nothing in this endless battle. Prepare yourself for the conflict with **The Eternal Struggle**, a joint production of White Wolf and Wizards of the Coast. Learn **Vampire: The Eternal Struggle**'s hidden strategies and secret paths to victory while discovering the World of Darkness that spawned such a titanic war.



Battlefields of the Eternal Struggle

October '95
Written by various authors.
Stock #2254
ISBN 1-56504-229-8
$12.00 U.S., $17.50 Canada

The Jyhad has been played out in countless ways and against innumerable backdrops. From the mud huts of nameless villages to the shining spires of the world's greatest cities, from catacombs under ancient castles to the most garish nightclubs, vampires have waged their eternal war. Now discover their most compelling battlefields, the places where the war will be won or lost.

Wraith™ THE OBLIVION

The Essential Books for Wraith: The Oblivion

Wraith: The Oblivion

Written by Mark Rein•Hagen with Sam Chupp and Jennifer Hartshorn. Art by Joshua Gabriel Timbrook.
Stock #6000
ISBN 1-56504-133-X
$25.00 U.S., $36.25 Canada

Face death in this Storytelling game of intimate tragedy, the fourth set in White Wolf's World of Darkness! As members of the Restless Dead, characters battle the forces of Oblivion within themselves and in the surrounding Shadowlands. Each wraith faces a never-ending struggle against its Shadow, which seeks to bring the soul ever closer to Oblivion. Set in the Gothic-Punk world of decay and fragile hope, **Wraith: The Oblivion** promises to bring roleplaying to new heights of creativity. The forces of Oblivion encroach further every day, and few have the courage or passion to face death.

Wraith Storytellers Screen

Written by Sam Chupp and Jennifer Hartshorn.
Stock #6002
ISBN 156504-168-2
$10.00 U.S., $14.50 Canada

A sturdy screen to keep your notes safe from players' prying eyes. This is a must-have for all **Wraith** Storytellers. Also included is an easy-reference Arcanos chart and crossover rules for integrating **Wraith** with **Vampire**, **Werewolf** and **Mage**!

Wraith Character Kit

Written by Sam Chupp, Jennifer Hartshorn and Zhonni Perchalski.
Stock #6100
ISBN 1-56504-132-1
$8.00 U.S., $11.50 Canada

A first in the Storyteller series! Now all the most useful charts for players are arranged for quick and easy reference, along with a complete easy-reference Arcanos chart. A bonus section details archaic firearms and weapons long lost to the Quick, but still in use in the Shadowlands.

Coming For Wraith in '95

Wraith Players Guide

May '95
Written by various authors. Art by Joshua Gabriel Timbrook.
Stock #6007 (4601)
ISBN 1-56504-601-3
$18.00 U.S., $26.00 Canada

The **Wraith Players Guide** includes essential information for all players and Storytellers of **Wraith**, with expanded information on character creation, including Merits, Flaws, new Abilities, Archetypes, Arcanos, Shadow Archetypes and Thorns, expanded and simplified rules, new material on wraith society, essays on roleplaying and a look at wraiths from the many other Dark Kingdoms around the world!

Coming For Wraith in '95

The Quick and the Dead

June '95
Written by Beth Fischi.
Art by Anson Maddocks.
Stock #6008 (4613)
ISBN 1-56504-613-7
$12.00 U.S., $17.50 Canada

The Quick and the Dead continues the series of World of Darkness hunters books with an in-depth look at mortal antagonists for the Restless Dead, from parapsychologists and psychics to mediums and madmen. Also included are complete rules for governing interactions between mortals and wraiths!

Hierarchy

July '95
Written by Jackie Cassada
Cover art by Larry MacDougall
Stock #6009
ISBN 1-56504-614-5
$12.00 U.S., $17.50 Canada

Bringing order out of chaos, the Hierarchy structured and organized the Underworld and established itself as the most powerful group among the Restless Dead. This book includes vital information about the Hierarchy's labyrinthine social structure, history and a glimpse of what the future holds for the bureaucracy of the Underworld. A must-have for Hierarchy players and Storytellers alike.

The Jade Kingdom

August '95
Written by Richard Dakan and Markleford Freidman.
Cover art by Joshua Gabriel Timbrook.
Stock #6010
ISBN 1-56504-615-3
$15.00 U.S., $21.75 Canada

Beyond Stygia and past the Sea of Shadows lie the fabled Dark Kingdoms. The secrets of the mysterious realm of the Jade Emperor are revealed in this extensive resource for Storytellers and players. It includes new Arcanos, guidelines for incorporating mortal characters into a Jade chronicle, rules for using martial arts in **Wraith** and all the information you need to set your own chronicle in the exotic locales of the Jade Kingdom.

Dark Reflections: Spectres

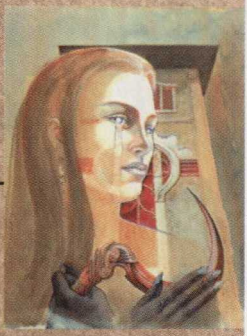
October '95
Written by Richard Watts.
Stock #6902
ISBN 1-56504-650-1
$10.00 U.S., $14.50 Canada

From subtle Dopplegangers to ancient Malfeans, Spectres are seen by most wraiths as the mindless servants of Oblivion But it is whispered that great power is available to those who are willing to embrace the darkness within. Explore the forbidden...if you dare. For adults only.

Memento Mori

November '95
Written by James Estes.
Stock #6011
ISBN 1-56504-616-1
$10.00 U.S., $14.50 Canada

While mortals wonder what awaits them beyond death, the Restless Dead know all too well. But can there be hope for life beyond the bleak and barren existance of the Shadowlands? This fabled book contains parables and words of wisdom from Ferrymen to their charges and for anyone who seeks Transcendence.



Artificers
December '95
Written by Richard Dansky.
Stock # 6300
ISBN 1-56504-661-7
$10.00 U.S., $14.50 Canada
Once members of one of the most powerful guilds in Stygia, the Artificers were respected as craftsmen and artisans who unlocked the energy within objects and shaped it into new forms. Today, heirs to the Artificers' legacy claim as their own the network of phone lines and computers that covers the globe. Uncover the secrets of these master craftsmen in this first book focusing on the guilds of Stygia.

Classic Sourcebooks for Wraith

The Face of Death
Written by Mark Rein•Hagen. Art by George Pratt, E. Allen Smith, John Cobb and Doug Gregory and Henry Gordon Higgenbotham.
Stock #6005
ISBN 1-56504-122-4
$13.00 U.S., $18.75 Canada

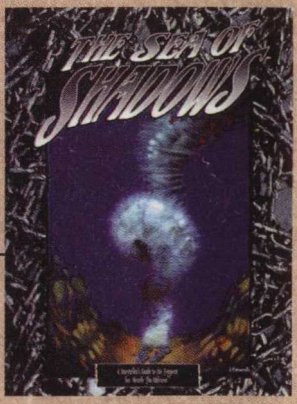
Necropolis: Atlanta
Written by James A. Moore and Sam Chupp. Cover art by Brom.
Stock #6200
ISBN 1-56504-164-X
$15.00 U.S., $21.75 Canada

Midnight Express
Written by Ian Lemke, Beth Fischi, Chris Hind, Allen Tower and Brian Campbell. Art by Drew Tucker.
Stock #6101
ISBN 1-56504-156-9
$12.00 U.S., $17.50 Canada

Haunts
Written by various authors. Cover art by George Pratt.
Stock #6060 (4610)
ISBN 1-56504-610-2
$15.00 U.S., $21.75 Canada

Love Beyond Death
Written by Harry Heckel, Phil Brucato and Jennifer Hartshorn. Art by Doug Gregory.
Stock #6004 (4611)
ISBN 1-56504-611-0
$10.00 U.S., $14.50 Canada

Sea of Shadows: A Storytellers Guide to the Tempest
Written by Nicky Rea. Art by Jeff Miracola.
Stock #6006 (4612)
ISBN 1-56504-612-9
$12.00 U.S., $17.50 Canada



BEWARE, FOR 1995 IS THE YEAR OF THE HUNTER.

"Did you really think your actions could go unnoticed by normal human beings? We know you're out there, and we're after you! We'll show you what real power is! Watch your backs!"

IN 1995 HUMANITY TURNS THE TIDE ON THE SUPERNATURAL IN:

- **The Inquisition** for **Vampire: The Masquerade**
- **Project Twilight** for **Werewolf: The Apocalypse**
- **Halls of the Arcanum** for **Mage: The Ascension**
- **The Quick and the Dead** for **Wraith: The Oblivion**
- **The Autumn People** for **Changeling: The Dreaming**

And don't forget the classic:

- **The Hunters Hunted** for **Vampire: The Masquerade**

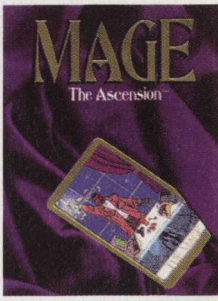
MAGE™

The Essential Books for Mage: The Ascension

Mage is developed by Phil Brucato.

Mage: The Ascension Second Edition

August '95
Written by Phil Brucato, Brian Campbell, Chris Hind, Kevin A. Murphy, Nicky Rea, John R. Robey, Kathleen Ryan, Teeuwynn Woodruff and Allen Varney.
Designed by Stuart and Stephan Wieck, Phil Brucato and Andrew Greenberg.
Stock #4300
ISBN 1-56504-400-2
$25.00 U.S., $36.25 Canada

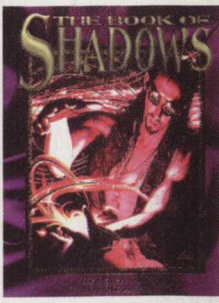


Yours is the power of reality! The third game in the Storyteller Series delves into a world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy Gothic-Punk backdrop, mages with vision, purpose and mystick power strive to force back the hand of darkness and the rigid will of the Technocracy. Sinister Nephandi, wild Marauders, implacable Technomancers and the enigmatic Umbrood oppose your every step, but the ultimate enemy in this War for worldwide Ascension is within. Do you control your power, or does it control you?

This second edition clarifies and expands on **Mage**'s rich setting, offering history, cosmology and new and revised rules. A full-color prelude and all-new illustrations round out this hardcover version of what has been called by DRAGON Magazine, "arguably the best fantasy roleplaying game of the decade."

The Book of Shadows: The Mage Players Guide

Written by Phil Brucato, Jim Moore, Beth Fischi and Harry Heckel. Art by Lawrence Snelly.
Stock #4050
ISBN 1-56504-119-4
$18.00 U.S., $26.00 Canada



The essential companion on the mage's quest. As a sorcerer steps out upon destiny's Path, he or she requires guidance — lessons learned and questions answered. **The Book of Shadows** mixes rules and fiction to offer new rotes, Traits and systems alongside history, illumination and a wealth of wisdom for players and Storytellers alike.

Mage Second Edition Storytellers Screen

September '95
Written by Beth Fischi.
Stock #4301
ISBN 1-56504-402-9
$10.00 U.S., $14.50 Canada

A screen collecting the most essential Storytelling information into an easy-to-use format; Sphere magicks, character creation, modifiers and more. Includes a wealth of Storyteller hints, characters and magicks.

Coming For Mage in '95

Halls of the Arcanum

May '95
Written by James Estes.
Art by Terese Nielsen.
Stock #4009
ISBN 1-56504-431-2
$12.00 U.S., $17.50 Canada

Knowledge has its price. This hunter sourcebook details the curious mortals who dog the steps of mages, vampires and other supernatural beings, all in the name of scholarship! Includes the history of the Arcanum, its tactics and organization, a complete Foundation house and ready-to-run characters.

The Fragile Path: Testaments of the First Cabal

June '95
Written by Nancy Kilpatrick, Owl Goingback, Jim Moore, Beth Fischi, Tina Jens and Phil Brucato.
Art by various artists.
Stock #4006
ISBN 1-56504-432-0
$8.95 U.S., $12.50 Canada

In the late 1400s, the Council of Nine Traditions formed an emissary group to secure magick's place in the world. The emissaries were betrayed by one of their own and hunted down. Five survivors tell their tales in this lavishly illustrated testament in the tradition of **Vampire**'s **Book of Nod**. It includes essential history and a hard look at the costs and ideals of Ascension.

Mage Tarot Deck

September '95
Designed by Jackie Cassada and Nicky Rea. Art by Joshua Gabriel Timbrook, John Cobb, Larry MacDougall and Alex Sheikman.
Stock #4020
ISBN 1-56504-433-9
$18.00 U.S., $21.75 Canada

Designs of destiny: a full-color tarot set based on the iconography of the World of Darkness, with a booklet filled with symbolic tales that explain each card. Here, the Traditions, Technomancers, Nephandi and Marauders find their suits among the Minor Arcana, while characters from the mystick shadows people the Major cards. Suitable for props, collections and other meaningful uses.

Watch out for **Mage: The Ascension Second Edition** in the summer of 1995. Now the Storyteller game of modern magick is better than ever, with revised rules and a hardback cover! Also released this summer is **Mage Second Edition Storytellers Screen**!

BLACK DOG GAME FACTORY

Destiny's Price

October '95
Written by Amelia G., Beth Fischi and Stephen Long.
Stock #4040
ISBN 1-56504-450-9
$15.00 U.S., $21.75 Canada

This Black Dog **Mage** release looks at the unhappy lot of Sleepers in the modern inner city. To mages interested in improving the human condition, these dark alleys and concrete hells present an eternal dilemma. How does one inspire hope in places where none exists? **Destiny's Price** focuses on the humanity, desperation and rage beneath the endless statistics of violent crime. It includes Storyteller tips, ready-to-run characters and locations, tactics, information on organized criminal groups and more.

Beyond the Barriers: The Book of Worlds
November '95
Written by Heather Curatola, Harry Heckel, Angel McCoy and Kevin A. Murphy. Cover art by Robert Dixon.
Stock #4007
ISBN 1-56504-434-7
$20.00 U.S., $28.00 Canada
Across the thin membrane of disbelief lie rich worlds of spirit, death and imagination. These Otherworlds present endless challenges to mages who leave the comfort of Earth to walk the celestial roads. From the Dream Dominions to the Horizon Court of the Nine Traditions, **Beyond the Barriers** offers a wealth of Storyteller hints, cosmology, wild Realms and otherworldly entities.

Celestial Chorus (Tradition Book)
December '95
Written by James Estes. Cover art by Michael William Kaluta.
Stock #4008
ISBN 1-56504-411-8
$10.00 U.S., $14.50 Canada
The sacred Song of the One beckons these holy mages to add their voices to the world's salvation. Are they blind prophets or the harbingers of Ascension? Within this book, the tumultuous history, doctrines and miracles of the Chorus resound. Who will hear their song?

Classic Sourcebooks for Mage

The Book of Chantries
Written by Steven Brown, Phil Brucato and Robert Hatch. Art by Scott Hampton.
Stock #4003
ISBN 1-56504-084-8
$18.00 U.S., $26.00 Canada

Digital Web
Written by Harry Heckel and Dan Greenberg. Art by John Zeleznik.
Stock #4004
ISBN 1-56504-106-2
$15.00 U.S., $21.75 Canada

Michael Kaluta Mage Portfolio
Stock #4400
ISBN 1-56504-090-2
$3.00 U.S., $4.35 Canada

Loom of Fate
Written by Chris Hind. Art by Henry Gordon Higgenbotham.
Stock #4002
ISBN 1-56504-082-1
$10.00 U.S., $14.50 Canada

The Book of Madness
Written by Sam Inabinet, Phil Brucato, Kathy Ryan, Steven Brown and Bill Bridges. Art by Lawrence Allen Williams.
Stock #4251
ISBN 1-56504-137-2
$15.00 U.S., $21.75 Canada

The Chaos Factor
Written by Jim Moore.
Art by Lawrence Allen Williams.
Stock #4101
ISBN 1-56504-125-9
$15.00 U.S., $21.75 Canada

SAM HAIGHT CROSSOVER

Virtual Adepts (Tradition Book)
Written by Darren McKeeman and Harry Heckel.
Art by Michael William Kaluta.
Stock #4060
ISBN 1-56504-114-3
$10.00 U.S., $14.50 Canada

Verbena (Tradition Book)
Written by Nicky Rea and Sam Chupp.
Art by Michael William Kaluta.
Stock #4059
ISBN 1-56504-128-3
$10.00 U.S., $14.50 Canada

Sons of Ether (Tradition Book)
Written by Bill Bridges.
Art by Michael William Kaluta.
Stock #4058
ISBN 1-56504-138-0
$10.00 U.S., $14.50 Canada

Akashic Brotherhood (Tradition Book)
Written by Emrey Barnes.
Art by Michael William Kaluta.
Stock #4057 (4410)
ISBN 1-56504-410-X
$10.00 U.S., $14.50 Canada

Technocracy: Progenitors
Written by Judith McLaughlin, M.S. Human Genetics. Art by Kevin Murphy.
Stock #4201
ISBN 1-56504-111-9
$10.00 U.S., $14.50 Canada

Technocracy: Iteration X
Written by Chris Hind. Art by Kevin Murphy.
Stock #4202
ISBN 1-56504-135-6
$10.00 U.S., $14.50 Canada

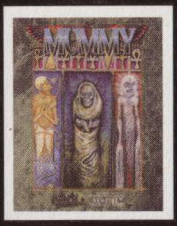
Technocracy: New World Order
Written by Brian Campbell.
Art by Kevin Murphy.
Stock #4203 (4423)
ISBN 1-56504-423-1
$10.00 U.S., $14.50 Canada

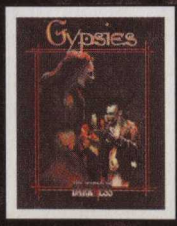
Ascension's Right Hand
Written by Nicky Rea, Phil Brucato and Teeuwynn. Cover art by Dave Martin.
Stock #4005 (4430)
ISBN 1-56504-430-4
$15.00 U.S., $21.75 Canada

THE WORLD OF DARKNESS

Though vampires have their politics, werewolves have their war, mages have their intellectual pursuits, wraiths have their personal passions and changelings seek to return to their homeland, there are supernatural powers at work in the world which concern all. Indeed, there are people and powers in the World of Darkness that endanger all who exist in it. Learn the secrets, alliances, enemies and plans of these shadowy beings in a series of World of Darkness books that can be integrated into all the Storyteller games.

A World of Darkness
World of Darkness: Mummy
World of Darkness: Gypsies
World of Darkness: Outcasts

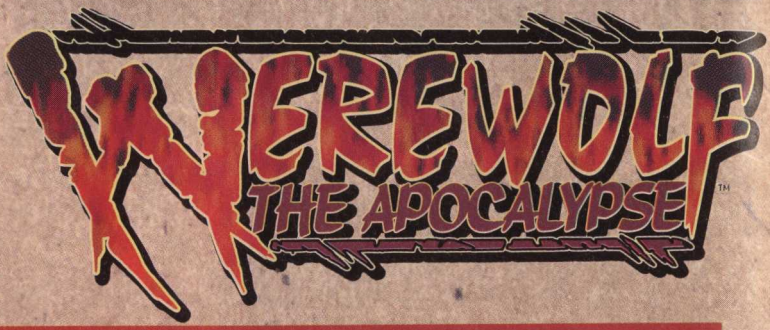




World of Darkness Fiction

White Wolf also publishes fiction novels set in the World of Darkness. Look for these titles:

The Beast Within
When Will You Rage?
Death and Damnation
Vampire Diary: The Embrace
TruthUntil Paradox
Dark Destiny
Prince of the City
Caravan of Shadows
City of Darkness: Unseen
Blood War
House of Secrets
Tower of Babel
Breathe Deeply
The Splendour Falls
On a Darkling Plane
The Silver Crown
Dark Destiny II
Unholy Allies
The Toybox

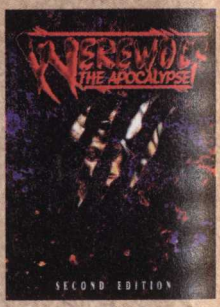


Werewolf is developed by Bill Bridges.

The Essential Books for Werewolf: The Apocalypse

Werewolf: The Apocalypse Second Edition

Written by Mark Rein•Hagen, Rob Hatch and Bill Bridges. Art by Tony DiTerlizzi.
Stock #3600
ISBN 1-56504-112-7
$25.00 U.S., $36.25 Canada



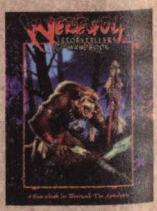
The forces of creation and destruction clash in this Storytelling game of savage horror. Gaia, the Earth Mother, is wounded. The minions of the Wyrm eat away at Her, digging up the earth and rending Her form. Gaia cries for aid, and Her children — the Garou, the werewolves of legend — answer the call. The Garou must use all their shapeshifting power and Rage to fight back against the onslaught of corruption and evil.

The end is nigh, for the Wyrm is winning. The 13 Tribes of the Garou must learn to put aside their own rivalries for the greater good. Only courage and valiant action can save the world from Apocalypse.

Werewolf Players Guide

Written by various authors.
Art by Matt Wagner.
Stock #3202
ISBN 1-56504-057-0
$18.00 U.S., $26.00 Canada

A book teeming with new information on Garou: pack structure, moots and the mysteries of each tribe. Other shapechangers are introduced, from allied wereravens to hostile werecats. Includes new Gifts, rites, fetishes, talens and totems, character Traits such as Merits and Flaws and essays on storytelling in the game of savage horror.



Werewolf Storytellers Handbook

Written by various authors.
Cover art by Clyde Caldwell.
Stock #3205
ISBN 156504-131-3
$18.00 U.S., $26.00 Canada

The Storyteller is the person who gives the players their victories and defeats, their moments of terror and promise, and their rise to heroism or their fall to doom. For this reason, Storytellers get their very own handbook, full of tips on enhancing the depth and intensity of their stories. Includes essays on how to run mythic stories and chronicles, the inter-tribal politics of the Garou Nation and a host of new antagonists, from giant sewer gators to eerie Native American ghosts.

Werewolf Screen Second Edition

Written by James A. Moore. Art by Tony DiTerlizzi
Stock #3601
ISBN 1-56504-113-5
$10.00 U.S., $14.50 Canada

A Storyteller screen with all the charts and tables needed to run **Werewolf**. Includes three stories for beginning Garou characters, each with a fold-out battle-map.

Coming For Werewolf in '95

Glass Walkers Tribebook

May '95
Written by Emrey Barnes.
Stock #3056
ISBN 1-56504-327-8
$10.00 U.S., $14.50 Canada

The sixth Tribebook looks at the Glass Walkers, their rich history, legends and society. This heavily illustrated book reveals the story of the city wolves, from the time of the first wheel to the present-day computer era. Includes a seven-page comic book and five character templates.

Croatan Song

July '95
Written by Bill Bridges. Art by John Bridges.
Stock #3402
ISBN 1-56504-311-1
$12.00 U.S., $17.50 Canada

White Wolf's first graphic novel! In the late 1500s, the Croatan Garou lived peacefully among the Native Americans of Roanoke Island. Then, Sir Walter Raleigh's fleets arrived to claim the land of Virginia. They brought the Wyrm with them. This is the story of the Croatan's final battle to defeat the Wyrm and leave the Pure Lands free of taint — and what went horribly wrong.

Outcasts: A Players Guide to Pariahs

September '95
Written by James Moore.
Stock #3065
ISBN 1-56504-312-X
$15.00 U.S., $21.75 Canada

A World of Darkness clan/tribe/tradition book in one! The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who always get kicked around: the vampire Caitiffs, the Garou Ronin and the mage Hollow Ones. But just because you're not a member doesn't mean you're not tough. Hell, you've got to be downright mean — you're alone against the night.

Freak Legion: A Players Guide to the Fomori
October '95
Written by various authors.
Stock #3066
ISBN 1-56504-350-2
$12.00 U.S., $17.50 Canada

A Black Dog Games release. Pentex believes that it's time for us humans to get on with the process of evolution, and if Nature won't do it for us, then we have to take up the duty ourselves. Thus, the fomori: a sick, corrupt combination of Bane and human, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with terrible diseases. And now you can play one, courtesy of Black Dog Games and the Wyrm! For adults only.

Rage Across Appalachia
November '95
Written by Jackie Cassada. Cover art by Richard Kane Ferguson.
Stock #3107
ISBN 1-56504-313-8
$15.00 U.S., $21.75 Canada
Deep in the backwoods of the southern Appalachian mountain range, Garou hold out against the imminent destruction of their homes. But this time they're not alone: faeries have been here longer, and they're not going to sit back and let their freeholds fall to corruption. It's gearing up to be a battle of backwoods wisdom and lore against an industrial society gone mad.

In May, 1995, **Rage**, the trading card game of savage combat, howls forth from the world of **Werewolf: The Apocalypse**. In June, watch out for **Savage Attack: A Players Guide to Rage**. It promises all kinds of cool stuff for **Werewolf**, too.

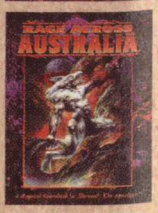
Classic Sourcebooks for Werewolf

Rage Across New York
Written by Daniel Greenberg.
Art by John Bridges.
Stock #3100
ISBN 1-56504-040-6
$12.00 U.S., $17.50 Canada

Rage Across the Amazon
Written by Bill Bridges, James A. Moore and William Spencer-Hale. Art by Tony Harris.
Stock #3104
ISBN 1-56504-061-9
$15.00 U.S., $21.75 Canada

SAM RAIGHT CROSSOVER

Rage Across Russia
Written by David Key and George Neal.
Art by Richard Kane Ferguson.
Stock #3105
ISBN 1-56504-077-5
$15.00 U.S., $21.75 Canada



Rage Across Australia
Written by Richard Watts, Marc Rudgely and Ben Chessell. Art by Richard Kane Ferguson.
Stock #3106
ISBN 1-56504-127-5
$15.00 U.S., $21.75 Canada

Book of the Wyrm
Written by various authors.
Art by Tony Harris.
Stock #3200
ISBN 1-56504-041-4
$15.00 U.S., $21.75 Canada

Valkenburg Foundation
Written by Phil Brucato, James A. Moore, William Spencer-Hale and Richard Strong. Art by John Cobb.
Stock #3101
ISBN 1-56504-047-3
$12.00 U.S., $17.50 Canada

SAM HAIGHT
CROSSOVER

Drums Around the Fire
Written by various authors.
Art by Barbara Armata.
Stock #3400
ISBN 1-56504-058-9
$8.00 U.S., $11.50 Canada

Dark Alliance: Vancouver
Written by Nigel Findley and Geoff McMartin. Art by Tony Harris.
Stock #3103
ISBN 1-56504-059-7
$15.00 U.S., $21.75 Canada

Umbra: The Velvet Shadow
Written by Daniel Greenberg and Harry Heckel.
Art by George Pratt.
Stock #3204
ISBN 1-56504-076-7
$15.00 U.S., $21.75 Canada

Caerns: Places of Power
Written by various authors.
Art by Scott Hampton.
Stock #3201
ISBN 1-56504-066-X
$15.00 U.S., $21.75 Canada

Black Furies Tribebook
Written by Phil Brucato. Art by Tony Harris.
Stock #3051
ISBN 1-56504-093-7
$10.00 U.S., $14.50 Canada

Bone Gnawers Tribebook
Written by Sam Chupp. Art by John Bridges.
Stock #3052
ISBN 1-56504-094-5
$10.00 U.S., $14.50 Canada

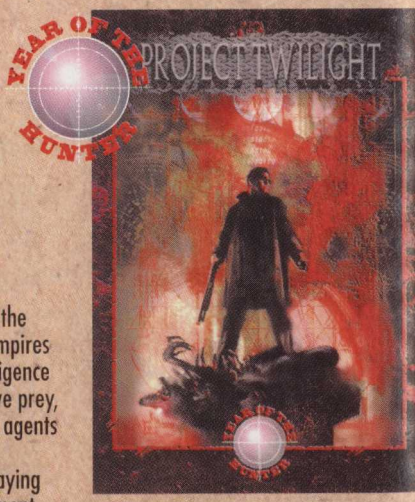
Children of Gaia Tribebook
Written by Daniel Greenberg. Art by Dan Smith.
Stock #3053
ISBN 1-56504-141-0
$10.00 U.S., $14.50 Canada

Fianna Tribebook
Written by Harry Heckel. Art by Brian LeBlanc.
Stock #3054 (4325)
ISBN 1-56504-325-1
$10.00 U.S., $14.50 Canada

Get of Fenris Tribebook
Written by James A. Moore. Art by Ron Spencer.
Stock #3055 (4326)
ISBN 1-56504-326-X
$10.00 U.S., $14.50 Canada

Monkeywrench: Pentex
Written by Christopher Howard and Brad Freeman.
Stock #3203
ISBN 1-56504-060-0
$12.00 U.S., $17.50 Canada

Who's Who Among Werewolves: Garou Saga
Written by Rustin Quaide. Art by Richard Kane Ferguson.
Stock #3401
ISBN 1-56504-140-2
$12.00 U.S., $17.50 Canada



Project Twilight
Written by Christopher Howard. Art by Cliff Nielsen.
Stock #3064
ISBN 1-56504-310-3
$12.00 U.S., $17.50 Canada
A hunters book, detailing the humans in the U.S. government who are aware that vampires and werewolves exist. But as these intelligence agents discover the secrets of their elusive prey, a question is inevitable: just who are the agents really working for? Who really runs the government? Includes information on playing government agents and running government chronicles.

VAMPIRE: THE DARK AGES

The first in a new line of games from White Wolf, **Vampire: The Dark Ages** takes you to the nights before the Camarilla, when vampires are the monsters of the forests and graveyards, a time when peasants huddle in their homes, desperately clutching their rosaries in frenzied prayer. The Kindred ride the dark as knights, play their games with the nobles of Europe and travel to the mysterious lands of the East as they continue their ages-old war.

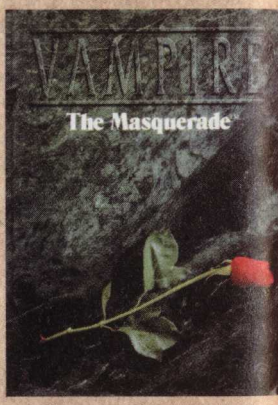
Vampire: The Dark Ages includes everything necessary for playing the Damned in the Middle Ages and allows you to affect the events which have so influenced *our* age. Witness the growth of the new Tremere clan and the beginning of the Anarch Movement, battle Assamite diabolists and struggle to keep the Sabbat from establishing a reign of terror.

Coming in '96
Written by Kevin Hassall et al.
Stock #2800
ISBN 1-56504-275-1
$25.00 U.S., $36.25 Canada

VAMPIRE
The Masquerade™

Vampire is developed by Jennifer Hartshorn

The Essential Books for Vampire: The Masquerade



Vampire: The Masquerade 2nd Edition

Written by Mark Rein•Hagen, Graeme Davis, Stewart Wieck and others. Art by Timothy Bradstreet.
Stock #2002
ISBN 1-56504-029-5
$25.00 U.S., $36.25 Canada

Seize the night in the Storytelling game of personal horror. Vampires live their unlives in a world of deadly Archons and treacherous Tremere, where ancient Inconnu play their games against a backdrop of horrid diablerie. Into this maelstrom come the neonates, striving against all odds to maintain both their freedom and their souls. The Storytelling game of **Vampire** has already fascinated thousands of gamers and is the anchor for the entire Storyteller series. Winner of the 1991 GAMA Origins award for best roleplaying game and the 1992 *Casus Belli* trophy for premiere roleplaying game. Hardcover.

The Vampire Players Guide 2nd Edition

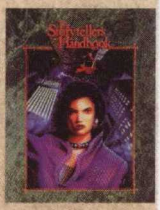
Written by various authors. Art by Clyde Caldwell.
Stock #2206
ISBN 1-56504-053-8
$22.00 U.S., $32.00 Canada

This revised book of character information introduces new clans, bloodlines, Disciplines, rituals, abilities and archetypes. Boost your chronicle's roleplaying with Merits and Flaws. Increase the intrigue with expanded descriptions of the clans and prestation. Up the body count with new weapons ranging from swordcanes to howitzers.

The second edition gives you even more. It includes additional bloodlines, Disciplines and systems for playing mortals or, on the other extreme, characters with no Humanity. Finally, all-new essays on roleplaying help round out this invaluable players aid. Hardcover.

The Storytellers Handbook

Written by various authors. Art by Tony Harris.
Stock #2222
ISBN 1-56504-024-4
$18.00 U.S., $26.00 Canada



This major reference work is ideal for anyone who plays **Vampire**. It includes new rules, greatly expanded sections on enemies and a cornucopia of ways to expand and improve your chronicle.

Storyteller's Screen 2nd edition

Written by Graeme Davis.
Stock #2003
ISBN 1-56504-055-4
$10.00 U.S., $14.50 Canada

The **Vampire** screen comes complete with a 16-page collection of classic character archetypes that may appear anywhere in your chronicle.

A Players Guide to the Sabbat

Written by Steven C. Brown.
Art by Jeff Starling.
Stock #2055
ISBN 1-56504-042-2
$15.00 U.S., $21.75 Canada

The most feared undead in existence, the Sabbat are the primary foes of **Vampire** characters. This book provides extensive information on this terrible sect, including history, new clans and rules for running one of the Sabbat.
[Production — Sam Haight crossover book]

The Storytellers Handbook to the Sabbat

Written by Steven C. Brown. Art by Ken Meyer, Jr.
Stock #2225
ISBN 1-56504-054-6
$15.00 U.S., $21.75 Canada

A Players Guide to the Sabbat introduced this deadly sect. **The Storytellers Handbook to the Sabbat** takes the kid gloves off, revealing the truth about this horrendous organization. From its ghoul families to its inner politics to its demonic ties, everything a Storyteller needs is included within these pages.

Coming For Vampire in '95

The Last Supper
May '95
Written by Daniel Greenberg and Teeuwynn.
Art by Joshua Gabriel Timbrook.
Stock #2090
ISBN 1-56504-250-6
$15.00 U.S., $21.75 Canada
The beginning of the long-awaited Giovanni Chronicle. Much of the story is acted out as live-action within the subterranean lair/mansion of Claudius Giovanni. The food the characters eat at his well-laden table is the last that will ever touch their lips. For adults only.

The Inquisition
July '95
Written by Jim Estes.
Cover art by William O'Connor.
Stock #2020
ISBN 1-56504-228-X
$12.00 U.S., $17.50 Canada
While young vampires may scoff at the mortals who hunt them, their elders remember a time when robed monks rode from haven to haven, using the twin weapons of fire and faith to destroy the undead. But the Inquisition did not die with those dark ages. Its soldiers still roam the Earth, and the Damned fear it more than any other group of mortals.

Clanbook: Settite
August '95
Written by Richard Watts. Cover art by Timothy Bradstreet.
Stock #2060
ISBN 1-56504-215-8
$10.00 U.S., $14.50 Canada
Who dares trust the Sand Snakes? How can one believe the promise of serpents for whom corruption and degradation appear as the only goals? Because they, like all tempters, offer more than anyone can refuse. Now they reveal why they have taken the path they follow and show the world a whole new darkness.

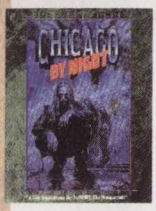
Clanbook: Tzimisce
November '95
Written by Robert Hatch
Stock #2081
ISBN 1-56504-216-6
$10.00 U.S., $14.50 Canada
Called fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the vampires in the night whom mortals whisper of. In rejecting their humanity, the Tzimisce hope to attain something far more "wondrous." Should they attain their aim, mortal and vampire alike will have reason to fear.

Classic Sourcebooks for Vampire

The Hunters Hunted
Written by Bill Bridges. Art by Janet Aulesio.
Stock #2205
ISBN 1-56504-020-1
$10.00 U.S., $14.50 Canada
A complete stock of all those who seek to destroy or control the undead, including their methods, motivations and secret agendas.

Chicago by Night
2nd edition

Written by Andrew Greenberg and Steve Crow. Art by Doug Gregory.
Stock #2203
ISBN 1-56504-051-1
$18.00 U.S., $26.00 Canada



A sourcebook for one of the most active cities in Kindred society, this is all you need to submerge your characters in the evil, intrigue and action that underlies shadowy Chicago. This revised edition provides all-new information on the war with the Garou.

Berlin by Night

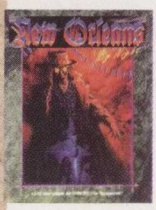
Written by Jim Moore. Art by George Pratt.
Stock #2214
ISBN 1-56504-075-9
$15.00 U.S., $21.75 Canada

The mortals of this divided city have been reunited, but not so the undead. Two princes claim one of Europe's most important cities, and their wall will not fall so easily. They carry out their own war as storm clouds gather to the east.

New Orleans by Night

Written by Patricia Ann Roshell. Art by Doug Gregory.
Stock #2209
ISBN 1-56504-096-1
$18.00 U.S., $26.00 Canada

SAM HAIGHT CROSSOVER



No city speaks more deeply to the heart of the vampire than fabled New Orleans. They flock here in droves, touring, feeding and sometimes surviving. New Orleans is not safe for Kindred or kine. The city's frenzied festivals are often just a cover for intense desperation. None feel it more than the Damned.
Into this crazed mix of Kindred, witch-hunters, mages, werewolves, werealligators and Setites comes Samuel Haight, continuing his insane quest for power. Will the characters stop him — or gladly come to his aid?

Los Angeles by Night

Written by Noah Dudley. Art by Tom Berg.
Stock #2210
ISBN 1-56504-130-5
$18.00 U.S., $26.00 Canada

The City of Angels — home to anarchs, Sabbat and devils of all kinds. Since the anarch revolt of the 1940s, Los Angeles has been a city in constant upheaval, and this chaos has only been increasing. Now, as the Camarilla and the Sabbat prepare their forces, those in the only bastion of vampiric freedom discover that they are not as free as they thought.

DC by Night

Written by Harry Heckel. Art by William O'Connor.
Stock #2211
ISBN 1-56504-225-5
$18.00 U.S., $26.00 Canada

Washington D.C. has grown from a sleepy little river town into one of the centers of the Jyhad. Those vampires who make their havens here are some of the most dedicated players in the eternal struggle — as well as some of the most insane. Discover what kind of vampire is attracted to this crucible of intrigue and mad emotion.

Awakening: Diablerie Mexico
Written by Nigel Findley. Art by Jeff Starling.
Stock #2005
ISBN 1-56504-018-X
$10.00 U.S., $14.50 Canada

Diablerie: Britain
Written by Dustin Browder. Art by Doug Gregory.
Stock #2010
ISBN 1-56504-074-0
$10.00 U.S., $14.50 Canada

A World of Darkness
Written by various authors. Art by Joshua Gabriel Timbrook.
Stock #2220
ISBN 1-56504-019-8
$15.00 U.S., $21.75 Canada

A World of Darkness: Mummy
Written by Stephan Wieck. Art by John Cobb.
Stock #2221
ISBN 1-56504-026-0
$13.00 U.S., $18.75 Canada

A World of Darkness: Gypsies
Written by Teeuwynn. Art by Drew Tucker.
Stock #2223
ISBN 1-56504-136-4
$15.00 U.S., $21.75 Canada

Who's Who Among Vampires: Children of the Inquisition
Written by Daniel Greenberg. Art by Timothy Bradstreet.
Stock #2250
ISBN 1-56504-039-2
$16.00 U.S., $23.25 Canada

The Anarch Cookbook
Written by Bill Bridges. Art by Jesper Myrfors.
Stock #2207
ISBN 1-56504-048-1
$15.00 U.S., $21.75 Canada

Clanbook: Assamite
Written by Graeme Davis. Art by Timothy Bradstreet.
Stock #2059 (4214)
ISBN 1-56504-214-X
$10.00 U.S., $14.50 Canada

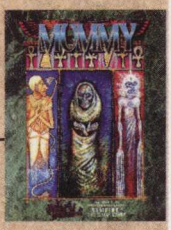
Clanbook: Brujah
Written by Steve Crow.
Art by Timothy Bradstreet.
Stock #2051
ISBN 1-56504-038-4
$10.00 U.S., $14.50 Canada

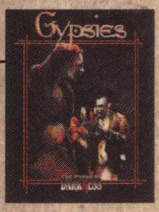
Clanbook: Gangrel
Written by Brad Freeman.
Art by Timothy Bradstreet.
Stock #2052
ISBN 1-56504-046-5
$10.00 U.S., $14.50 Canada

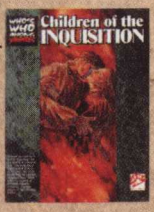
Awakening
VAMPIRE

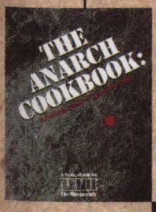
Blood Feud

Night of a Thousand Darkness


MOMMY DEAREST
VAMPIRE


Gypsies


Children of the INQUISITION


THE ANARCH COOKBOOK:

CLANBOOK
BRUJAH

CLANBOOK
Gangrel

Clanbook: Malkavian

Written by Daniel Greenberg.
Art by Timothy Bradstreet.
Stock #2053
ISBN 1-56504-052-X
$10.00 U.S., $14.50 Canada

Clanbook: Nosferatu

Written by Robert Hatch. Art by Timothy Bradstreet.
Stock #2054
ISBN 1-56504-064-3
$10.00 U.S., $14.50 Canada

Clanbook: Toreador

Written by Steven C. Brown. Art by Timothy Bradstreet.
Stock #2056
ISBN 1-56504-095-3
$10.00 U.S., $14.50 Canada

Clanbook: Tremere

Written by Keith Herber.
Art by Timothy Bradstreet.
Stock #2057
ISBN 1-56504-115-1
$10.00 U.S., $14.50 Canada

Clanbook: Ventrue

Written by Andrew Greenberg. Art by Timothy Bradstreet.
Stock #2058
ISBN 1-56504-129-1
$10.00 U.S., $14.50 Canada

Dark Colony

Written by Beth Fischi and John Cooper.
Art by Doug Gregory.
Stock #2212
ISBN 1-56504-056-2
$15.00 U.S., $21.75 Canada

Book of Nod

Written by Sam Chupp and Andrew Greenberg. Art by various artists.
Stock #2251
ISBN 1-56504-078-3
$8.95 U.S., $12.50 Canada

Tim Bradstreet Vampire Portfolio

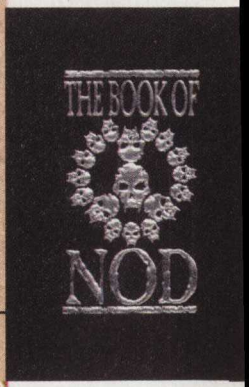
Stock #2252
ISBN 1-56504-079-1
$3.00 U.S., $4.35 Canada

The Kindred Most Wanted

Written by Ran Ackels. Art by Ken Meyer, Jr.
Stock #2230
ISBN 1-56504-124-0
$15.00 U.S., $21.75 Canada

Elysium: The Elder Way

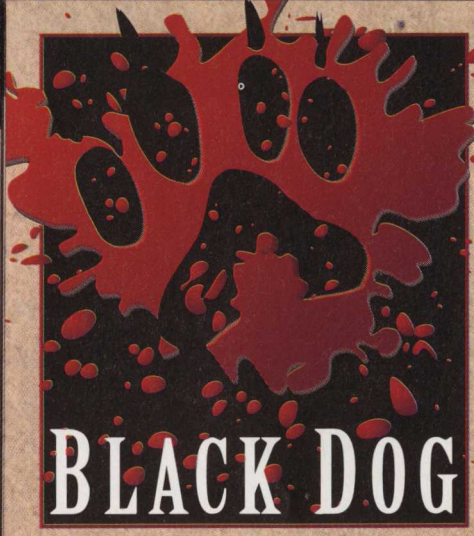
Written by Daniel Greenberg and Teeuwynn. Art by John Matson.
Stock #2233
ISBN 1-56504-155-0
$15.00 U.S., $21.75 Canada



Dirty Secrets of the Black Hand

Written by Steve Brown. Art by Ken Meyer, Jr.

Stock #2006 (4210)
ISBN 1-56504-210-7
$18.00 U.S., $26.00 Canada



When it appeared in 1991, **Vampire: The Masquerade** cast aside conventional gaming and took the roleplaying world by surprise. No longer were statistics and treasure important; storytelling was essential. Now gaming is turned on its ear once again. We know you're mature, and we know that you take your games beyond the limits of what their rules and supplements offer. Now there's a line of books specifically for you.

The new Black Dog imprint line artistically pursues themes and issues that gaming has never been allowed to address. These books bare the unexplored and detail the World of Darkness to the depth and horror that no previous books have been able to accomplish.

We know your gaming has evolved beyond our designs, and now we pay tribute to your daring.

HÖL: Human Occupied Landfill
Designed by Christopher Elliott, Todd Shaughnessy and Daniel Thron. Cover Art by Simon Kono.
Stock #5900 (4590)
ISBN 1-56504-590-4
$14.95 U.S., $21.55 Canada

The most bizarre roleplaying game on the planet, **HÖL** is perverse, profane, perilous and altogether perfect. This acclaimed, satirical look at roleplaying games created such a stir on the convention scene last summer that we just had to work with the game's creators at Dirt Merchant Games.

HÖL (Human Occupied Landfill) is completely handwritten and graphically illustrated — the mere act of reading **HÖL** is an experience unparalleled in modern gaming. You've got to see it to believe it.

Buttery wHÖLsomeness
June '95
Designed by Christopher Elliott, Todd Shaughnessy and Daniel Thron. Cover Art by Simon Kono.
Stock #5901
ISBN 1-56504-585-8
$9.95 U.S., $14.50 Canada

The first supplement for **HÖL** expands on the setting, rules and playability of the original game, while continuing our scathing sendup of anything that we can get our grubby little fists on without being sued.

Fisties
November '95Designed by Christopher Elliott, Todd Shaughnessy and Daniel Thron. Cover Art by Simon Kono.
Stock #5902
ISBN 1-56504-595-5
$9.95 U.S., $14.50 Canada

The second supplement for HÖL is a double sourcebook for two of the most fascinating, influential and generally repugnant sects in the Confederation of Worlds. In downright icky detail, **Fisties** describes the factions, society, facial tics and private habits of these powerful and subversive groups.

In the Storyteller Series

The Last Supper for **Vampire: The Masquerade**
Freak Legion for **Werewolf: The Apocalypse**
Destiny's Price for **Mage: The Ascension**
Dark Reflections: Spectres for **Wraith: The Oblivion**

For adults only.

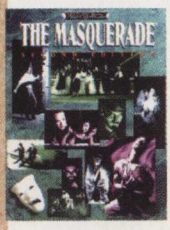
Mind's Eye Theatre™

Very few games seek to redefine the conventions of roleplaying as does the Mind's Eye Theatre line. There are no tables or dice involved in Mind's Eye Theatre games. Instead, you become a part of the story. *You* assume the role of your character as soon as you step through the door, enacting every action, movement and gesture. For the purposes of the game, you *are* your character.

Mind's Eyes Theatre products are developed by Ian Lemke, Mike Tinney and Nicky Rea.

The Essential Books for Mind's Eye Theatre

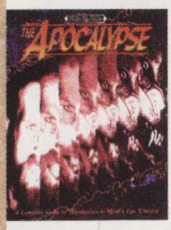
The Masquerade Second Edition



Written by Frank Branham, Geoffrey Fortier, Ian Lemke, Mark Rein-Hagen and Mike Tinney.
Stock #5200
ISBN 1-56504-154-2
$18.00 U.S., $26.00 Canada

The Masquerade Second Edition includes everything you need to enter the world of the Kindred. In this game, you no longer simply play a vampire — you *are* the vampire. This second edition features revised and clarified rules as well as an in-depth look at the social structure of the Camarilla.

The Apocalypse



Written by Sam Chupp, Geoffrey Fortier, Ian Lemke, William Spencer-Hale and Mike Tinney.
Stock #5300
ISBN 1-56504-121-6
$15.00 U.S., $21.75 Canada

This Mind's Eye Theatre supplement brings the world of **Werewolf: The Apocalypse** to live-action storytelling. Fully compatible with **The Masquerade Second Edition**, it features new and intriguing information about Garou society.

Coming For Mind's Eye Theatre in '95

Antagonists

July '95
Written by Jennifer Albright.
Stock #5020
ISBN 1-56504-502-5
$15.00 U.S., $21.75 Canada

This supplement to **The Masquerade** allows you to go beyond playing a vampire of the Camarilla. Included is information on playing many the Camarilla's enemies, including one of the dreaded Sabbat.

The Oblivion

November '95
Written by Frank Branham, Geoffrey Fortier and Jennifer Hartshorn.
Stock #5400
ISBN 1-56504-501-7
$18.00 U.S., $26.00 Canada

Experience the dark realm of **Wraith: The Oblivion** as never before — live! All the information needed to play a wraith in a Mind's Eye Theatre setting is contained in this book.

Classic Sourcebooks for Mind's Eye Theatre

The Masquerade Players Kit

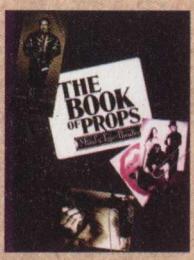
Written by Ian Lemke and Mike Tinney.
Stock #5002
ISBN 1-56504-092-9
$15.00 U.S., $21.75 Canada
This package for players of **The Masquerade** provides further rules, tricks and tools for vampires. Now more than ever, the fate of the story is in your hands.

Book of the Damned

Written by various authors. Art by Timothy Bradstreet.
Stock #5001
ISBN 1-56504-068-6
$5.95 U.S., $8.50 Canada
Designed as both a handy resource for current players and an introduction for newcomers, this softbound trade-sized book presents information about the Gothic-Punk landscape and its vampires. The book contains a mixture of new material and important information summarized from the **Vampire** rulebook, for use by **Vampire** and **Masquerade** players.

The Book of Props

Written by Mark Juran and Fran Donato.
Stock #5003 (4500)
ISBN 1-56504-500-9
$15.00 U.S., $21.75 Canada



A comprehensive guide to everything from set design to costuming to creating believable characters for your Mind's Eye Theatre games. This book allows you to combine the best of improvisational and stage theatre, enabling you to bring the World of Darkness alive as never before.

Vampire's Book of Nod tells of the birth of vampires and may be used as an actual prop in your **Masquerade** games.

WHITE WOLF inphobia

Editor: Ken Cliffe.
Art Director: Shaggy.

After years of covering the game scene, the newly reborn White Wolf Magazine covers the whole spectrum of cool as White Wolf INPHOBIA! We know that you're into games, from roleplaying to live action to computer to wargaming, but you like other stuff too. We're talking movies, on-line info, books, comics, music and collector cards.

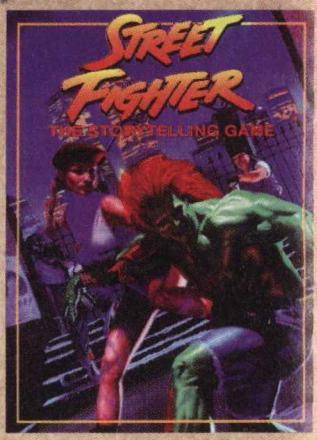
Don't be confused — INPHOBIA isn't just about news and gooby stuff. We want to tell you about what's good and what's crap in our hobby and everything that we're into. If a movie's cool, we'll spooge on it. If it sucks, we'll bash it. That's what the new name is all about.
Don't miss a single month.
96 pages of full color.

$4.25 U.S., $6.25 Canada and £2.50 U.K. an issue.
A one-year, 12-issue subscription is $28 (U.S. Domestic), $38 (Canada) and $58 (overseas) in U.S. funds.
Some back issues are still available ($3.50 each in U.S. funds): 31-35, 40 and onward.

STREET FIGHTER™
THE STORYTELLING GAME

Street Fighter is developed by Mike Tinney and Jim Estes.

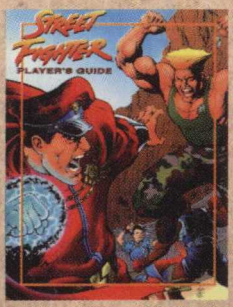
The Essential Books for Street Fighter



Street Fighter The Storytelling Game

Written by various White Wolf authors. Art by Kevin Murphy.
Stock #9500
ISBN 1-56504-118-6
$14.95 U.S., $21.50 Canada

Join the action as the World Warriors pit their mystic martial arts abilities against the evil crime empire of Shadoloo. Play one of the World Warriors, such as Guile, Blanka or Ryu, or create your own Street Fighter! This game features a high-action world of adventure and danger, both in and out of martial arts arenas. Learn from one of the 10 honorable martial arts styles and follow in the footsteps of the World Warriors.



Street Fighter Players Guide

Written by Andrew Lucas. Art by Matt Haley.
Stock #9503 (4550)
ISBN 1-56504-550-5
$12.95 U.S., $18.75 Canada

Think you're tough? Think again. The Players Guide features new twists and tricks to astound even the most seasoned warrior. Two new honorable martial arts styles are featured. Includes cybernetics, mutations, organizing a tournament, becoming a master, two new Street Fighter teams, fans and retirement.

Street Fighter Storyteller Screen

Written by Mike Tinney.
Stock #9502
ISBN 1-56504-162-3
$9.95 U.S., $14.50 Canada

An invaluable guide for Street Fighter Storytellers. This screen has all the charts necessary to run a Street Fighter game. Includes a mini adventure with three new villains, new special maneuvers and new Abilities!

Coming For 'Street Fighter in '95

Contenders

June '95
Stock #9505
ISBN 1-56504-551-3
$12.95 U.S., $18.75 Canada

Most Street Fighters look forward to their next fight. They won't after **Contenders**. This supplement explores the crucible that is the arena, where heroes are cast and legends are forged. Does your character have what it takes to make it in the arena? **Contenders** features over 50 new and deadly Street Fighters. Includes ideas for introducing these new fighters into your **Street Fighter** chronicle.

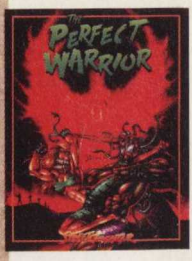
Classic Sourcebooks for Street Fighter

Secrets of Shadoloo

Written by various White Wolf authors. Art by Tony Harris.
Stock #9501
ISBN 1-56504-153-4
$9.95 U.S., $14.50 Canada

The Perfect Warrior

Written by John Robey. Cover art by Ron Spencer.
Stock #9504
ISBN 1-56504-552-1
$9.95 U.S., $14.50 Canada



Also available from White Wolf

Vampire Dice
Stock #5602 (4591)
ISBN 1-56504-591-2
$5.99 U.S., $8.65 Canada
Add another touch of class to your next **Vampire: The Masquerade** Storytelling session with these high-quality dice. The set includes a carrying tube and ten 10-sided dice. Their elegant marble finish is designed to last a lifetime, even for an immortal. If you should ever find fault with these dice, White Wolf will replace them.

Posters

Settite
July '95
Stock #5701
ISBN 1-56504-581-5
$5.99 U.S., $8.65 Canada
Artwork by Tim Bradstreet from the upcoming Clanbook: Settite for Vampire: The Masquerade.

Song of the Black Sword
August '95
Stock #5702
ISBN 1-56504-582-3
$5.99 U.S., $8.65 Canada
Artwork by Kent Willliams. Taken from the cover the White Wolf edition of Michael Moorcock's **Elric: Song of the Black Sword**, this piece captures all of the mood and feel of the fiction classic.

Wraith Poster
Stock #5700 (4580)
ISBN 1-56504-580-7
$5.95 U.S, $8.65 Canada
Art by Brom, from the cover of **Necropolis Atlanta**.

Art Book

Young Vampires in Love
December '95
Stock #2255
ISBN 1-56405-579-3
$20.00 U.S., $28.00 Canada
An intriguing look at the creations and efforts of one of White Wolf's best and brightest artists. Joshua Gabriel Timbrook has been with White Wolf since its birth, and his artwork has established the atmosphere of every Storyteller game. Follow Josh as he traces his acts of creation throughout the World of Darkness, and see some of his never-before-revealed treasures.

White Wolf T-Shirts

Shirts come in Large ($16.00 U.S., $23.25 Canada) and X-Large ($16.00 U.S., $23.25 Canada) and XX-Large ($18.00 U.S., $26.00 Canada) sizes

WHITE WOLF
GAME STUDIO

Vampire T-Shirts

L (2500), XL (2501), XXL (2502)
White on black with art by Tim Bradstreet

Vampire Clan T-Shirts

Seven in all, there's one shirt for each clan, each adorned with

Brujah
L (2601)
XL (2602)
XXL (2603)

Gangrel
L (2604)
XL (2605)
XXL (2606)

Malkavian
L (2607)
XL (2608)
XXL (2609)

Nosferatu
L (2610)
XL (2611)
XXL (2612)

Toreador
L (2613)
XL (2614)
XXL (2615)

Tremere
L (2616)
XL (2617)
XXL (2618)

Ventrue
L (2619)
XL (2620)
XXL (2621)

stunning artwork by Tim Bradstreet.

WEREWOLF T-SHIRT II

L (3503), XL (3504), XXL (3505)
White on black with art by Tony Harris

Werewolf T-Shirt III

L (3507), XL (3508), XXL (3509)
White on black with art by Joshua Gabriel Timbrook

Mage T-Shirt

L (4500), XL (4501), XXL (4502)
White on black artwork of high wizardry by Michael Kaluta

Wraith T-Shirt II

L (6023), XL (6024), XXL (6025)
White on black artwork by John Cobb

Vampire Clan Pins

Seven in all, there's one pin for each clan, each adorned with the clan symbols depicted in the **Vampire** rules and clanbooks. Pins may be purchased separately or in a collection of three of each of the seven clans (for a total of 21 pins), with a decorative backing card that's ideal for retail counter display.
Each pin retails for $4.95 U.S, $7.25 Canada

Brujah single (2701) 1-56504-099-6
Gangrel single (2702) 1-56504-100-3
Malkavian single (2703) 1-56504-101-1
Nosferatu single (2704) 1-56504-102-X
Toreador single (2705) 1-56504-103-8
Tremere single (2706) 1-56504-104-6
Ventrue single (2707) 1-56504-105-4
Ankh Necklace single (2708) 1-56504-116-X
SET of 24 (2700) 1-56504-098-8; $100.00 U.S, $144.00 Canada

White Wolf Product List

These items are available at your local game or hobby store. Please use this form as an order list in that store.

__ Akashic Brotherhood (4057/4410) 1-56504-410-X $10.00 U.S., $14.50 Canada, p.20
__ Anarch Cookbook, The (2207) 1-56504-048-1 $15.00 U.S., $21.75 Canada, p.32
__ Antagonists (5020) 1-56504-502-5 $15.00 U.S., $21.75 Canada, p.37
__ Apocalypse, The (5300) 1-56504-121-6 $15.00 U.S., $21.75 Canada, p.37
__ Artificers (6300) 1-56504-661-7 $10.00 U.S., $14.50 Canada, p.15
__ Ascension's Right Hand (4005/4430) 1-56504-430-4 $15.00 U.S., $21.75 Canada, p.20
__ Autumn People, The (7004) 1-56504-709-5 $12.00 U.S., $17.50 Canada, p.7
__ Awakening: Diablerie Mexico (2005) 1-56504-018-X $10.00 U.S., $14.50 Canada, p.32
__ Battlefields of the Eternal Struggle (2254) 1-56504-229-8 $12.00 U.S., $17.50 Canada, p.9
__ Berlin by Night (2214) 1-56504-075-9 $15.00 U.S., $21.75 Canada, p.31
__ Beyond the Barriers: The Book of Worlds (4007) 1-56504-434-7 $20.00 U.S., $28.00 Canada, p.19
__ Black Furies Tribebook (3051) 1-56504-093-7 $10.00 U.S., $14.50 Canada, p.25
__ Bone Gnawers Tribebook (3052) 1-56504-094-5 $10.00 U.S., $14.50 Canada, p.25
__ Book of Chantries, The (4003) 1-56504-084-8 $18.00 U.S., $26.00 Canada, p.19
__ Book of Madness, The (4251) 1-56504-137-2 $15.00 U.S., $21.75 Canada, p.19
__ Book of Nod (2251) 1-56504-078-3 $8.95 U.S., $12.50 Canada, p.34
__ Book of Props, The (5003/4500) 1-56504-500-9 $15.00 U.S., $21.75 Canada, p.38
__ Book of Shadows: The Mage Players Guide, The (4050) 1-56504-119-4 $18.00 U.S., $26.00 Canada, p.18
__ Book of Storyteller Secrets/Changeling Storytellers Screen (7001) 1-56504-702-8 $18.00 U.S., $26.00 Canada, p.6
__ Book of the Damned (5001) 1-56504-068-6 $5.95 U.S., $8.50 Canada, p.38
__ Book of the Wyrm (3200) 1-56504-041-4 $15.00 U.S., $21.75 Canada, p.25
__ Buttery wHÖLsomeness (5901) 1-56504-585-8 $9.95 U.S., $14.50 Canada, p.36
__ Caerns: Places of Power (3201) 1-56504-066-X $15.00 U.S., $21.75 Canada, p.25
__ Celestial Chorus (4008) 1-56504-411-8 $10.00 U.S., $14.50 Canada, p.19
__ Changeling Character Kit (7003) 1-56504-704-4 $8.00 U.S., $11.50 Canada, p.7
__ Changeling: Cantrips (7900) 1-56504-790-7 $2.50 U.S., $3.60 Canada, p.6
__ Changeling: The Dreaming (7000) 1-56504-700-1 $25.00 U.S., $36.25 Canada, p.6
__ Chaos Factor, The (4101) 1-56504-125-9 $15.00 U.S., $21.75 Canada, p.20
__ Chicago by Night 2nd edition (2203) 1-56504-051-1 $18.00 U.S., $26.00 Canada, p.31
__ Children of Gaia Tribebook (3053) 1-56504-141-0 $10.00 U.S., $14.50 Canada, p.25
__ Clanbook: Assamite (2059/4214) 1-56504-214-X $10.00 U.S., $14.50 Canada, p.32
__ Clanbook: Brujah (2051) 1-56504-038-4 $10.00 U.S., $14.50 Canada, p.32
__ Clanbook: Gangrel (2052) 1-56504-046-5 $10.00 U.S., $14.50 Canada, p.32
__ Clanbook: Malkavian (2053) 1-56504-052-X $10.00 U.S., $14.50 Canada, p.34
__ Clanbook: Nosferatu (2054) 1-56504-064-3 $10.00 U.S., $14.50 Canada, p.34
__ Clanbook: Settite (2060) 1-56504-215-8 $10.00 U.S., $14.50 Canada, p.30
__ Clanbook: Toreador (2056) 1-56504-095-3 $10.00 U.S., $14.50 Canada, p.34
__ Clanbook: Tremere (2057) 1-56504-115-1 $10.00 U.S., $14.50 Canada, p.34
__ Clanbook: Tzimisce(2081)1-56504-216-5 $10.00 U.S., $14.50 Canada p.30
__ Clanbook: Ventrue (2058) 1-56504-129-1 $10.00 U.S., $14.50 Canada, p.34
__ Contenders (9505) 1-56504-551-3 $12.95 U.S., $18.75 Canada, p.41
__ Croatan Song (3402) 1-56504-311-1 $12.00 U.S., $17.50 Canada, p.23
__ Dark Alliance: Vancouver (3103) 1-56504-059-7 $15.00 U.S., $21.75 Canada, p.25
__ Dark Colony (2212) 1-56504-056-2 $15.00 U.S., $21.75 Canada, p.34
__ Dark Reflections: Spectres (6902) 1-56504-650-1 $10.00 U.S., $14.50 Canada, p.12
__ DC by Night (2211) 1-56504-225-5 $18.00 U.S., $26.00 Canada, p.31
__ Destiny's Price (4040) 1-56504-450-9 $15.00 U.S., $21.75 Canada, p.18
__ Diablerie: Britain (2010) 1-56504-074-0 $10.00 U.S., $14.50 Canada, p.32
__ Digital Web (4004) 1-56504-106-2 $15.00 U.S., $21.75 Canada, p.19
__ Dirty Secrets of the Black Hand (2006/4210) 1-56504-210-7 $18.00 U.S., $26.00 Canada, p.35
__ Drums Around the Fire (3400) 1-56504-058-9 $8.00 U.S., $11.50 Canada, p.25
__ Elysium: The Elder Way (2233) 1-56504-155-0 $15.00 U.S., $21.75 Canada, p.34

__ Eternal Struggle: A Strategy Guide to Jyhad, The (2253) 1-56504-163-1 $7.95 U.S., $11.45 Canada, p.8
__ Face of Death, The (6005) 1-56504-122-4 $13.00 U.S., $18.75 Canada, p.14
__ Fianna Tribebook (3054/4325) 1-56504-325-1 $10.00 U.S., $14.50 Canada, p.24
__ Fisties (5902) 1-56504-595-5 $9.95 U.S., $14.50 Canada, p.36
__ Fragile Path: Testaments of the First Cabal, The (4006) 1-56504-432-0 $8.95 U.S., $12.50 Canada, p.18
__ Freak Legion: A Players Guide to Fomori (3066) 1-56504-350-2 $12.00 U.S., $17.50 Canada, p.24
__ Freeholds and Hidden Glens (7002) 1-56504-706-0 $15.00 U.S., $21.75 Canada, p.7
__ Get of Fenris Tribebook (3055/4326) 1-56504-326-X $10.00 U.S., $14.50 Canada, p.26
__ Glass Walkers Tribebook (3056) 1-56504-327-8 $10.00 U.S., $14.50 Canada, p.23
__ Halls of the Arcanum (4009) 1-56504-431-2 $12.00 U.S., $17.50 Canada, p.18
__ Haunts (6060/4610) 1-56504-610-2 $15.00 U.S., $21.75 Canada, p.14
__ Hierarchy (6009) 1-56504-614-5 $12.00 U.S., $17.50 Canada, p.12
__ Höl (5900/4590) 1-56504-590-4 $14.95 U.S., $21.55 Canada, p.36
__ Hunters Hunted, The (2205) 1-56504-020-1 $10.00 U.S., $14.50 Canada, p.27
__ Immortal Eyes: The Toybox (7200) 1-56504-703-6 $15.00 U.S., $21.75 Canada, p.7
__ Inquisition, The (2020) 1-56504-228-X $12.00 U.S., $17.50 Canada, p.27
__ Jade Kingdom, The (6010) 1-56504-615-3 $15.00 U.S., $21.75 Canada, p.12
__ Kindred Most Wanted, The (2230) 1-56504-124-0 $15.00 U.S., $21.75 Canada, p.34
__ Last Supper, The (2090) 1-56504-250-6 $15.00 U.S., $21.75 Canada, p.30
__ Loom of Fate (4002) 1-56504-082-1 $10.00 U.S., $14.50 Canada, p.19
__ Los Angeles by Night (2210) 1-56504-130-5 $18.00 U.S., $26.00 Canada, p.31
__ Love Beyond Death (6004/4611) 1-56504-611-0 $10.00 U.S., $14.50 Canada, p.15
__ Mage Second Edition Storytellers Screen (4301) 1-56504-402-9 $10.00 U.S., $14.50 Canada, p.20
__ Mage Tarot Deck (4020) 1-56504-433-9 $18.00 U.S., $26.00 Canada, p.18
__ Mage: The Ascension Second Edition (4300) 1-56504-400-2 $25.00 U.S., $36.25 Canada, p.16
Mage T-Shirt
__ L (4500) $16.00 U.S., $23.25 Canada, p.43
__ XL (4501) $16.00 U.S., $23.25 Canada, p.43
__ XXL (4502) $18.00 U.S., $26.00 Canada, p.43
__ Masquerade Players Kit, The (5002) 1-56504-092-9 $15.00 U.S., $21.75 Canada, p.38
__ Masquerade Second Edition, The (5200) 1-56504-154-2 $18.00 U.S., $26.00 Canada, p.37
__ Memento Mori (6011) 1-56504-616-1 $10.00 U.S., $14.50 Canada, p.16
__ Michael Kaluta Mage Portfolio (4400) 1-56504-090-2 $3.00 U.S., $4.35 Canada, p.19
__ Midnight Express (6101) 1-56504-156-9 $12.00 U.S., $17.50 Canada, p.14
__ Monkeywrench: Pentex (3203) 1-56504-060-0 $12.00 U.S., $17.50 Canada, p.26
__ Necropolis: Atlanta (6200) 1-56504-164-X $15.00 U.S., $21.75 Canada, p.14
__ New Orleans by Night (2209) 1-56504-096-1 $18.00 U.S., $26.00 Canada, p.31`
__ Nobles: The Shining Host (7100) 1-56504-708-7 $12.00 U.S., $17.50 Canada, p.7
__ Oblivion, The (5400) 1-56504-501-7 $18.00 U.S., $26.00 Canada, p.37
__ Outcasts: A Players Guide to Pariahs (3065) 1-56504-312-X $15.00 U.S., $21.75 Canada, p.21
__ Perfect Warrior, The (9504) 1-56504-552-1 $9.95 U.S., $14.50 Canada, p.41
__ Players Guide to the Sabbat, A (2055) 1-56504-042-2 $15.00 U.S., $21.75 Canada, p.29
__ Project Twilight (3064) 1-56504-310-3 $12.00 U.S., $17.50 Canada, p.26
__ Quick and the Dead, The (6008/4613) 1-56504-613-7 $12.00 U.S., $17.50 Canada, p.12
__ Rage Across Appalachia (3107) 1-56504-313-8 $15.00 U.S., $21.75 Canada, p.24
__ Rage Across Australia (3106) 1-56504-127-5 $15.00 U.S., $21.75 Canada, p.24
__ Rage Across New York (3100) 1-56504-040-6 $12.00 U.S., $17.50 Canada, p.24
__ Rage Across Russia (3105) 1-56504-077-5 $15.00 U.S., $21.75 Canada, p.24
__ Rage Across the Amazon (3104) 1-56504-061-9 $15.00 U.S., $21.75 Canada, p.24
__ Rage Unlimited Edition Booster Pack Retail Display Box (3911) 1-56504-374-X $46.80 U.S., $67.75 Canada, p.4
__ Rage Unlimited Edition Starter Deck Double Pack Retail Box (3912) 1-56504-375-8 $95.70 U.S., $137.80 Canada, p.4

__ Rage Unlimited Edition Starter Deck Retail Display Box (3910) 1-56504-373-1 $79.50 U.S., $115.75 Canada, p.4
__ Savage Attack: A Players Guide to Rage (3906) 1-56504-396-0 $7.95 U.S., $11.50 Canada, p.4
__ Sea of Shadows: A Storytellers Guide to the Tempest (6006/4612) 1-56504-612-9 $12.00 U.S., $17.50 Canada, p.15
__ Secrets of Shadoloo (9501) 1-56504-153-4 $9.95 U.S., $14.50 Canada, p.39
__ Settite Poster (5701) 1-56504-581-5 $5.99 U.S., $8.65 Canada, p.42
__ Song of the Black Sword Poster (5702) 1-56504-582-3 $5.99 U.S., $8.65 Canada, p.40
__ Sons of Ether (4058) 1-56504-138-0 $10.00 U.S., $14.50 Canada, p.20
__ Storyteller's Screen 2nd edition (2003) 1-56504-055-4 $10.00 U.S., $14.50 Canada, p.27
__ Storytellers Handbook to the Sabbat, The (2225) 1-56504-054-6 $15.00 U.S., $21.75 Canada, p.29
__ Storytellers Handbook, The (2222) 1-56504-024-4 $18.00 U.S., $26.00 Canada, p.29
__ Street Fighter Players Guide (9503/4550) 1-56504-550-5 $12.95 U.S., $18.75 Canada, p.40
__ Street Fighter Storyteller's Screen (9502) 1-56504-162-3 $9.95 U.S., $14.50 Canada, p.40
__ Street Fighter: The Storytelling Game (9500) 1-56504-118-6 $14.95 U.S., $21.50 Canada, p.40
__ Technocracy: Iteration X (4202) 1-56504-135-6 $10.00 U.S., $14.50 Canada, p.20
__ Technocracy: New World Order (4203/4423) 1-56504-423-1 $10.00 U.S., $14.50 Canada, p.20
__ Technocracy: Progenitors (4201) 1-56504-111-9 $10.00 U.S., $14.50 Canada, p.20
__ Tim Bradstreet Vampire Portfolio (2252) 1-56504-079-1 $3.00 U.S., $4.35 Canada, p.34
__ Umbra Limited Edition Booster Pack Retail Display Box, The (3914) 1-56504-377-4 $46.80 U.S., $67.40 Canada, p.5
__ Umbra: The Velvet Shadow (3204) 1-56504-076-7 $15.00 U.S., $21.75 Canada, p.25
__ Valkenburg Foundation (3101) 1-56504-047-3 $12.00 U.S., $17.50 Canada, p.25

Vampire Clan Pins

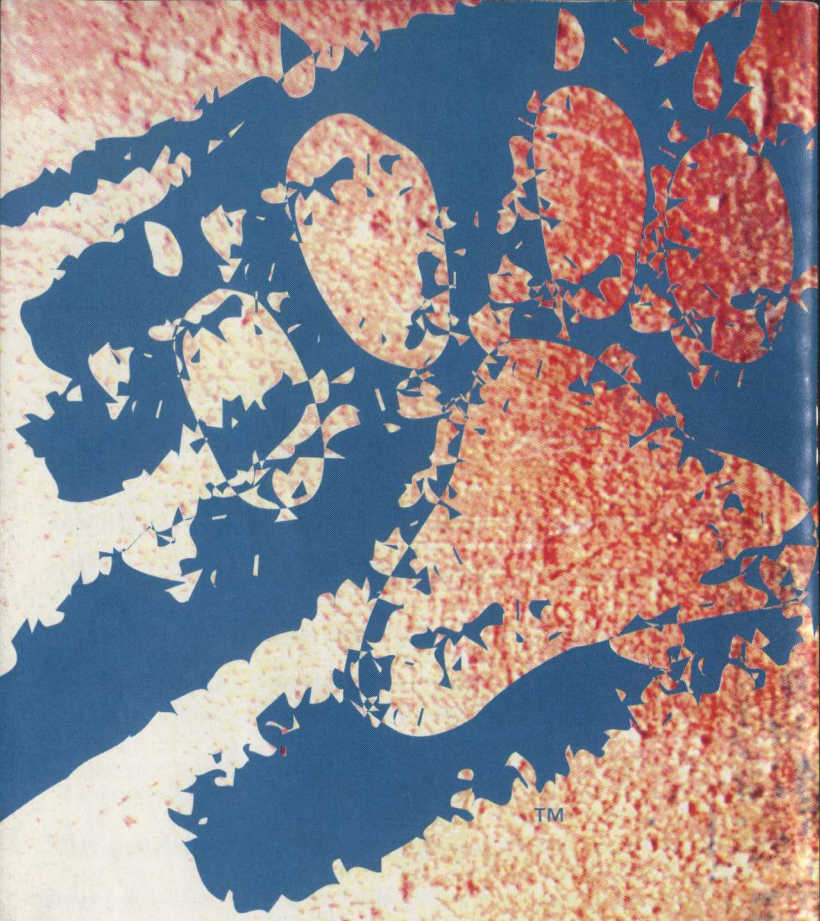
__ Brujah single (2701) 1-56504-099-6 $4.95 U.S., $7.25 Canada, p.43
__ Gangrel single (2702) 1-56504-100-3 $4.95 U.S., $7.25 Canada, p.43
__ Malkavian single (2703) 1-56504-101-1 $4.95 U.S., $7.25 Canada, p.43
__ Nosferatu single (2704) 1-56504-102-X $4.95 U.S., $7.25 Canada, p.43
__ Toreador single (2705) 1-56504-103-8 $4.95 U.S., $7.25 Canada, p.43
__ Tremere single (2706) 1-56504-104-6 $4.95 U.S., $7.25 Canada, p.43
__ Ventrue single (2707) 1-56504-105-4 $4.95 U.S., $7.25 Canada, p.43
__ Ankh Necklace single (2708) 1-56504-116-X $4.95 U.S., $7.25 Canada, p.43
__ Set of 24 (2700) 1-56504-098-8 $100.00 U.S., $144.00 Canada, p.43

Vampire Clan Shirts

__ Brujah L (2601) $16.00 U.S., $23.25 Canada, p.43
__ XL (2602) $16.00 U.S., $23.25 Canada, p.43
__ XXL (2603) $18.00 U.S., $26.00 Canada, p.43
__ Gangrel L (2604) $16.00 U.S., $23.25 Canada, p.43
__ XL (2605) $16.00 U.S., $23.25 Canada, p.43
__ XXL (2606) $18.00 U.S., $26.00 Canada, p.43
__ Malkavian L (2607) $16.00 U.S., $23.25 Canada, p.43
__ XL (2608) $16.00 U.S., $23.25 Canada, p.43
__ XXL (2608) $18.00 U.S., $26.00 Canada, p.43
__ Nosferatu L (2610) $16.00 U.S., $23.25 Canada, p.43
__ XL (2611) $16.00 U.S., $23.25 Canada, p.43
__ XXL (2612) $18.00 U.S., $26.00 Canada, p.43
__ Toreador L (2613) $16.00 U.S., $23.25 Canada, p.43
__ XL (2614) $16.00 U.S., $23.25 Canada, p.43
__ XXL (2615) $18.00 U.S., $26.00 Canada, p.43
__ Tremere L (2616) $16.00 U.S., $23.25 Canada, p.43
__ XL (2617) $16.00 U.S., $23.25 Canada, p.43
__ XXL (2618) $18.00 U.S., $26.00 Canada, p.43
__ Ventrue L (2619) $16.00 U.S., $23.25 Canada, p.43
__ XL (2620) $16.00 U.S., $23.25 Canada, p.43
__ XXL (2621) $18.00 U.S., $26.00 Canada, p.43

__ Vampire Dice (5602/4591) 1-56504-591-2 $5.99 U.S., $8.65 Canada, p.42
__ Vampire Players Guide 2nd Edition, The (2206) 1-56504-053-8 $22.00 U.S., $32.00 Canada, p.28
__ Vampire: The Dark Ages (2800) 1-56504-275-1 $25.00 U.S., $36.25 Canada, p.27
__ Vampire: The Masquerade 2nd Edition (2002) 1-56504-029-5 $25.00 U.S., $36.25 Canada, p.28
Vampire T-Shirts
__ L (2500) $16.00 U.S., $23.25 Canada, p.43
__ XL (2501) $16.00 U.S., $23.25 Canada, p.43
__ XXL (2502) $18.00 U.S., $26.00 Canada, p.43
__ Verbena (4059) 1-56504-128-3 $10.00 U.S., $14.50 Canada, p.20
__ Virtual Adepts (4060) 1-56504-114-3 $10.00 U.S., $14.50 Canada, p.20
__ Werewolf Players Guide (3202) 1-56504-057-0 $18.00 U.S., $26.00 Canada, p.22
__ Werewolf Screen Second Edition (3601) 1-56504-113-5 $10.00 U.S., $14.50 Canada, p.23
__ Werewolf Storytellers Handbook (3205) 1-56504-131-3 $18.00 U.S., $26.00 Canada, p.22
__ Werewolf: The Apocalypse Second Edition (3600) 1-56504-112-7 $25.00 U.S., $36.25 Canada, p.22
Werewolf T-ShirtII
__ L (3503) $16.00 U.S., $23.25 Canada, p.43
__ XL (3504) $16.00 U.S., $23.25 Canada, p.43
__ XXL (3505) $18.00 U.S., $26.00 Canada, p.43
Werewolf T-Shirt III
__ L (3507) $16.00 U.S., $23.25 Canada, p.41
__ XL (3508) $16.00 U.S., $23.25 Canada, p.43
__ XXL (3509) $18.00 U.S., $26.00 Canada, p.43
__ WHITE WOLF Magazine Subscription (12 issues) $28.00 U.S., $38.00 Canada, p.39 (U.S. funds). Back issues in stock $3.50 U.S. each
__ Who's Who Among Vampires: Children of the Inquisition (2250) 1-56504-039-2 $16.00 U.S., $23.25 Canada, p.32
__ Who's Who Among Werewolves: Garou Saga (3401) 1-56504-140-2 $12.00 U.S., $17.50 Canada, p.26
__ World of Darkness, A (2220) 1-56504-019-8 $15.00 U.S., $21.75 Canada, p.32
__ World of Darkness: Gypsies, A (2223) 1-56504-136-4 $15.00 U.S., $21.75 Canada, p.32
__ World of Darkness: Mummy, A (2221) 1-56504-026-0 $13.00 U.S., $18.75 Canada, p.32
__ Wraith Character Kit (6100) 1-56504-132-1 $8.00 U.S., $11.50 Canada, p.10
__ Wraith Players Guide (6007/4601) 1-56504-601-3 $18.00 U.S., $26.00 Canada, p.11
__ Wraith Poster (5700/4580) 1-56504-580-7 $5.95 U.S., $8.65 Canada, p.42
__ Wraith Storytellers Screen (6002) 1-56504-168-2 $10.00 U.S., $14.50 Canada, p.10
__ Wraith: The Oblivion (6000) 1-56504-133-X $25.00 U.S., $36.25 Canada, p.10
Wraith T-Shirt II
__ L (6023) $16.00 U.S., $23.25 Canada, p.41
__ XL (6024) $16.00 U.S., $23.25 Canada, p.43
__ XXL (6025) $18.00 U.S., $26.00 Canada, p.43
__ Wyrm Limited Edition Booster Pack Retail Display Box, The (3916) 1-56504-379-0 $60.00 U.S., $86.40 Canada, p.5
__ Young Vampires in Love (art book) (2255) 1-56504-579-3 $20.00 U.S., $28.00 Canada, p.42

All prices are suggested retail



780 PARK NORTH BLVD.
SUITE 100
CLARKSTON, GA 30021
USA

19